

HAY! STRAW!

Explain that when you call out, "Hay!" or "Straw!" the group is to respond with the opposite word: "Straw!" or "Hay!" For more fun, mix them up fast.

EARSY-NOSY

Ask every one to hold his right ear with his left hand and his nose with his right hand. On the command "Change!" each person is to switch, unwinding his arms and grasping his left ear with his right hand, his nose with his left. Give the commands slowly at first, then increase their speed. Secret: Grab your nose first.



TREASURE HUNT

Scatter an ample supply of unshelled peanuts around the room. Divide the players into teams wherein they are paired off by their respective team captains. This done, all the couples line up for a grand march. The leader of the march performs simple antics for all to copy. When he blows a whistle, the couples scatter in search of the peanuts. Upon sighting one, each couple points to it and calls out the name of their team captain who rushes over to pick it up. When the leader of the march again blows his whistle, the pairs line up and continue the march until the next signal. The team with the most peanuts wins. This game is good sport when everyone enters into the spirit of it and follows the simple rules: Only a team captain may pick up a peanut. Couples must stay together and give immediate response to the whistle.

KIOWA INDIAN YELL

Ask everyone to stand and follow the leader. First, stamp your feet three times. Then, slap your knees three times. Beat your chest three times and then shake your fist three times. And then, after all this, give a loud Indian yell, patting your hand over your mouth.

KNIFE—NOSE GAME

Explain to the group that they are to do as you say, not as you do. Point to a knife and shout, "Knife!" or "Nose!" Then point to your nose and shout either of the words. Change the speed of your commands. Anyone making a mistake is out.

START OFF WITH A BANG!

Give every one a balloon when he arrives. Open the meeting by having the group pop their balloons all at once or blow them up until they burst.

SHAKE, RATTLE, AND RUN

Have the group form a tight circle around you. Walk around, meeting every sixth or seventh person. As you shake hands, he is to leave the circle and proceed in the opposite direction also shaking hands as he goes. When several are out, shake a rattle as the signal for everyone to find a place back in the circle. (The leader tries to find a place, too.) The one left out is "it." Start a new game with a shake of the rattle.